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Half-orc

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This fan-fiction article, **Half-orc**, was written by [Witcher190](#). Please do not edit this article without the writer's permission.

This article is an expansion based on a canon element. For canon information on this topic, follow the link to The Witcher Wiki: [Orc](#).

Unlike the majority of human tales, the rare **half-orcs** are mostly the product of the intermingling between the few [orcs](#) assimilated in societies and humanoids, mostly elves. This is mainly due to orcs being an artificial crossbreed of elves enhanced with ogroid genes. Although there have been cases of non-consensual offspring after being assaulted by a band, it is not the typical origin of half-orcs. Since their appearance and warlike past are often despised by most humans, they face discrimination in many societies. And due to being considered unfortunate by many due to their lineage, half-orcs are often relegated to the fringes of society, where they eke out a living as trappers or thieves, contributing unknowingly and indirectly to the bad reputation of orcs and their descendants.

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Half-orc



Feannie'a, a famous half-orc

Taxonomy

Classification

Hybrid

Subspecies

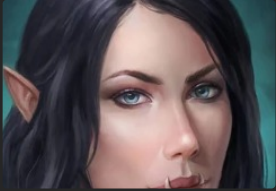
Unlike other hybrids such as [dhampirs](#), half-orcs can successfully reproduce with various species, resulting in a [quarter-orc](#) offspring. When they reproduce with another half-orc, the result will be a half-orc as well. Only when they reproduce with a [orc](#), the result will be a orc. However, tales of people who have traveled to the [Far North](#) claim that when a half-orc reproduce with a ogroid, the result creates another species, the stallos. But this are tales and nothing more

Ecology

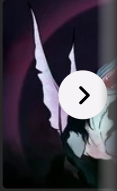
Lifespan

Up to 130 - 250 (depends on the species of one of the parents)

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Sommer-sor cocollona in [Tubiel of B](#) 3 days ago


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
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Bone Fey



School of the Fox



Races

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Intelligence	Human-like
Range	Some have been reported in the Far North, Far East and Far South
Diet	Omnivore



Physiology

Due to one of their parents being an artificial crossbreed designed for war, their skin color varies depending on both their orc parent and the other humanoid. For example, if their orc parent was designed for camouflage operations, their skin can range from pale brown to pale green. Conversely, orcs bred for desert campaigns pass down a palette of sandy beige or sun-baked copper to their half-orc offspring and orcs created for harsh, mountainous environments result in half-orcs with a slate grey or even a pale, almost-blueish skin tone. However, the majority of existing half-orcs have a pale greyish skin tone, reminiscent of both their orc parent and their distant [Aen Nilfe](#) ancestor.

They have pointy ears, similar to their orcs parents and elves, however, the size and pointiness is more similar to that of the average half-elf. This in-betweenness extends to their entire physique. Half-orcs are generally taller and more muscular than other humanoids, but not quite as hulking as full-blooded orcs. Their builds are lean and powerful, hinting at their orcish heritage, yet they retain a certain agility that reflects their elven ancestry. Their prominent brow ridges and sharp canines are undeniable orcish features, but they're often softened by high cheekbones and expressive eyes, sometimes even inheriting the other humanoid parent's eye color. This creates a striking, if somewhat unsettling, visage - a constant reminder of their dual heritage.

Behaviour

Unlike what humans and other races believe, half-orcs are calm people who, despite their heritage and being relegated to the fringes of society, try to make a living. They have similar intelligence to humans, and few like to rob people to make a living despite being forced to do so. They are reasonable and even friendly people if one dares to get to know them properly. The few half-orcs that exist have been able to avoid pogroms by acting as diplomats between humans and non-humans. If they have not turned into criminals or trappers, the few that exist are often leaders in the various non-human ghettos that exist across the Northern Kingdoms. This leadership role isn't always self-chosen, but their resilience, pragmatism, and ability to see the bigger picture often make them well-suited for navigating the complex social and political situations within these marginalized communities.

Despite their forced isolation, half-orcs possess a deep well of empathy, likely stemming from their own experiences with prejudice. This empathy allows them to connect with others who feel ostracized or misunderstood, fostering a sense

of community and belonging within the non-human ghettos. However, their orcish heritage can also manifest as a latent rage, a capacity for violence that emerges when they or their loved ones are threatened. This can be a double-edged sword, as some societies may perceive this as confirmation of their negative stereotypes.

Culture

Half-orcs don't have a culture of their own and instead adapt to the culture of the place where they are born. Unlike what human tales suggest, half-orcs are despised by the few almost relic orc warbands that exist and by the orcs living in reservations. As such, for example most of them in the North culturally are Nordlings. The few who speak the Goblin Language or Elder Speech used by their orc parent are rare. Some half-orcs, however, have been reported to migrate to Dol Blathanna, where they became bodyguards of important elven figures and adopted Aen Seidhe culture until most of the elves left the world during the Second Conjunction of the Spheres in 1358.

Known Half-orcs

- Aratir: A stoic and reserved half-orc carved out a niche for himself as a caravan guard prior to 1280. By that year, he had become the bodyguard of Krask, the vran tailor who was the leader of the non-human ghetto in the city of Lyria.
- Arark: He was a charismatic half-orc who found success as a freelance investigator in **Novigrad**. Unfortunately, he was killed during the final stages of the Witch Hunts.
- Elimi: Elimi was a half-orc who defied the odds and became a scholar at the Academy of Oxenfurt. Sadly, she was killed during the Witch Hunts.
- Feannie'a: A half-orc bodyguard that eventually ascended to the Dol Blathanna nobility.

Image credits

- Feannie'a, art by **Atc-illustration**, character by djs-specs.

Trivia

- The stallo is a humanoid monster similar to giants and ogres from Sami mythology.

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